

## CLAIMS

What is claimed is:

1. A system supporting concurrent consumption of media from multiple sources, the system comprising:
  - a first television display in a first home;
  - a first storage in the first home that stores a first media, and having an associated first network protocol address;
  - a second television display in a second home;
  - a second storage in the second home, the second storage having an associated second network protocol address;
  - at least one server for storing and distributing 3<sup>rd</sup> party media;
  - a communication network; and
  - server software that receives a request that identifies one of the associated first and second network protocol addresses and responds by identifying the other of the associated first and second network protocol addresses to support delivery via the communication network of the 3<sup>rd</sup> party media from the at least one server, and the first media from the first storage, to the second home, and the 3<sup>rd</sup> party media from the at least one server, to the first home, for concurrent consumption of the 3<sup>rd</sup> party media by the first television display, and the 3<sup>rd</sup> party media and the first media by the second television display.

2. The system of claim 1 wherein the first media comprises at least one of audio, a still image, video, and data.

3. The system of claim 2 wherein the first media is real-time video.

4. The system of claim 1 wherein the 3<sup>rd</sup> party media comprises at least one of audio, a still image, video, and data.

5. The system of claim 1 wherein the first and second network protocol addresses are one of an Internet protocol (IP) address, a media access control (MAC) address, and an electronic serial number (ESN).

6. The system of claim 1 wherein the at least one server comprises at least one of a 3<sup>rd</sup> party media provider, a 3<sup>rd</sup> party service provider, and a broadband head end.

7. The system of claim 1 wherein the communication network comprises at least one of a cable infrastructure, a satellite network infrastructure, a digital subscriber line (DSL) infrastructure, an Internet infrastructure, an intranet infrastructure, a wired infrastructure, and a wireless infrastructure.

8. The system of claim 7 wherein the communication network is the Internet.

9. The system of claim 1 wherein the consuming comprises at least one of playing digitized audio, displaying a still image, displaying video, and displaying data.

10. The system of claim 1 further comprising:  
at least one first media peripheral communicatively coupled to the first storage.

11. The system of claim 10 wherein the at least one first media peripheral comprises at least one of a digital camera, a digital camcorder, a television, a personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and a MP3 player.

12. The system of claim 1 further comprising:  
at least one second media peripheral communicatively coupled to the second storage; and  
the server software supporting delivery of the second media from the second storage to the first home for concurrent consumption of the 3<sup>rd</sup> party media and the second media by the first television display.

13. The system of claim 12 wherein the at least one second media peripheral comprises at least one of a digital camera, a digital camcorder, a television, a personal computer, a CD player, a home juke-box, a mobile

multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and a MP3 player.

14. The system of claim 1 further comprising a media guide interface for displaying media availability.

15. A system supporting concurrent consumption of media from multiple sources, the system comprising:

a first storage in a first home that stores a first media, and having an associated first protocol address;

a second television display in a second home, and having an associated second protocol address;

at least one server for storing and distributing 3rd party media;

set top box circuitry, in the first home, communicatively coupled to deliver the first media from the first storage to the second television display concurrent with consumption, at the first home, of at least the 3<sup>rd</sup> party media;

a communication network; and

server software that receives a request that identifies one of the associated first and second protocol addresses and responds by identifying the other of the associated first and second protocol addresses to support delivery via the communication network of the 3rd party media from the at least one server and the first media from the first storage, to the second

television display for concurrent consumption of the 3rd party media and the first media.

16. The system of claim 15 wherein the first media comprises at least one of audio, a still image, video, and data.

17. The system of claim 15 wherein the first media is real-time video.

18. The system of claim 15 wherein the 3rd party media comprises at least one of audio, a still image, video, and data.

19. The system of claim 15 wherein the first and second protocol addresses are one of an Internet protocol (IP) address, a media access control (MAC) address, and an electronic serial number (ESN).

20. The system of claim 15 wherein the at least one server comprises at least one of a 3rd party media provider, a 3rd party service provider, and a broadband head end.

21. The system of claim 15 wherein the communication network comprises at least one of a cable infrastructure, a satellite network infrastructure, a digital subscriber line (DSL) infrastructure, an Internet infrastructure, an intranet infrastructure, a wired infrastructure, and a wireless infrastructure.

22. The system of claim 21 wherein the communication network is the Internet.

23. The system of claim 15 further comprising:  
  
at least one first media peripheral communicatively coupled to the first storage.

24. The system of claim 23 wherein the at least one first media peripheral comprises at least one of a digital camera, a digital camcorder, a television, a personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and a MP3 player.

25. A system supporting concurrent consumption of media from multiple sources, the system comprising:

- a first storage in a first home that stores a first media;
- a second television display in a second home;
- at least one server for storing and distributing 3rd party media;
- set top box circuitry, in the second home, communicatively coupled to receive the first media from the first storage and the 3<sup>rd</sup> party media from the at least one server, for concurrent consumption by the second television display;
- a communication network; and

server software that coordinates delivery via the communication network of the first media from the first storage and the 3rd party media from the at least one server to the set top box circuitry.

26. The system of claim 25 wherein the first media and the 3<sup>rd</sup> party media comprise at least one of audio, a still image, video, and data.

27. The system of claim 25 wherein the communication network comprises at least one of a cable infrastructure, a satellite network infrastructure, a digital subscriber line (DSL) infrastructure, an Internet infrastructure, an intranet infrastructure, a wired infrastructure, and a wireless infrastructure.

28. The system of claim 15 further comprising:  
  
at least one media peripheral communicatively coupled to the first storage, the at least one media peripheral comprising at least one of a digital camera, a digital camcorder, a television, a personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and a MP3 player.

29. The system of claim 25 further comprising a media guide interface for displaying and coordinating media availability.